

GAME BOY ADVANCE

AGB-ATCE-USA

TOP GEAR GT CHAMPIONSHIP



INSTRUCTION BOOKLET

keMco

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Contents

| | |
|---------------------------|----|
| Control Functions | 3 |
| Using Link Cables | 4 |
| Getting Started/Main Menu | 6 |
| Quick Race: Single Mode | 7 |
| VS COM/Time Attack | 8 |
| Course Edit | 10 |
| Championship | 11 |
| Options | 13 |
| Game Screen | 14 |
| Types of Cars | 15 |
| Settings | 16 |
| Courses | 18 |
| Course Edit | 20 |

Control Functions

L Button

Shift down
(manual transmission)

Control Pad

Highlight an item
Steer your vehicle
(Left / Right Button)

START

Start / Pause game

SELECT

Not used

R Button

Shift up
(manual transmission)

A Button

Accelerator
Confirm

B Button

Brake pedal
Cancel commands



Getting connected

How to connect Game Boy® Advance Game Link® Cables

Items you need

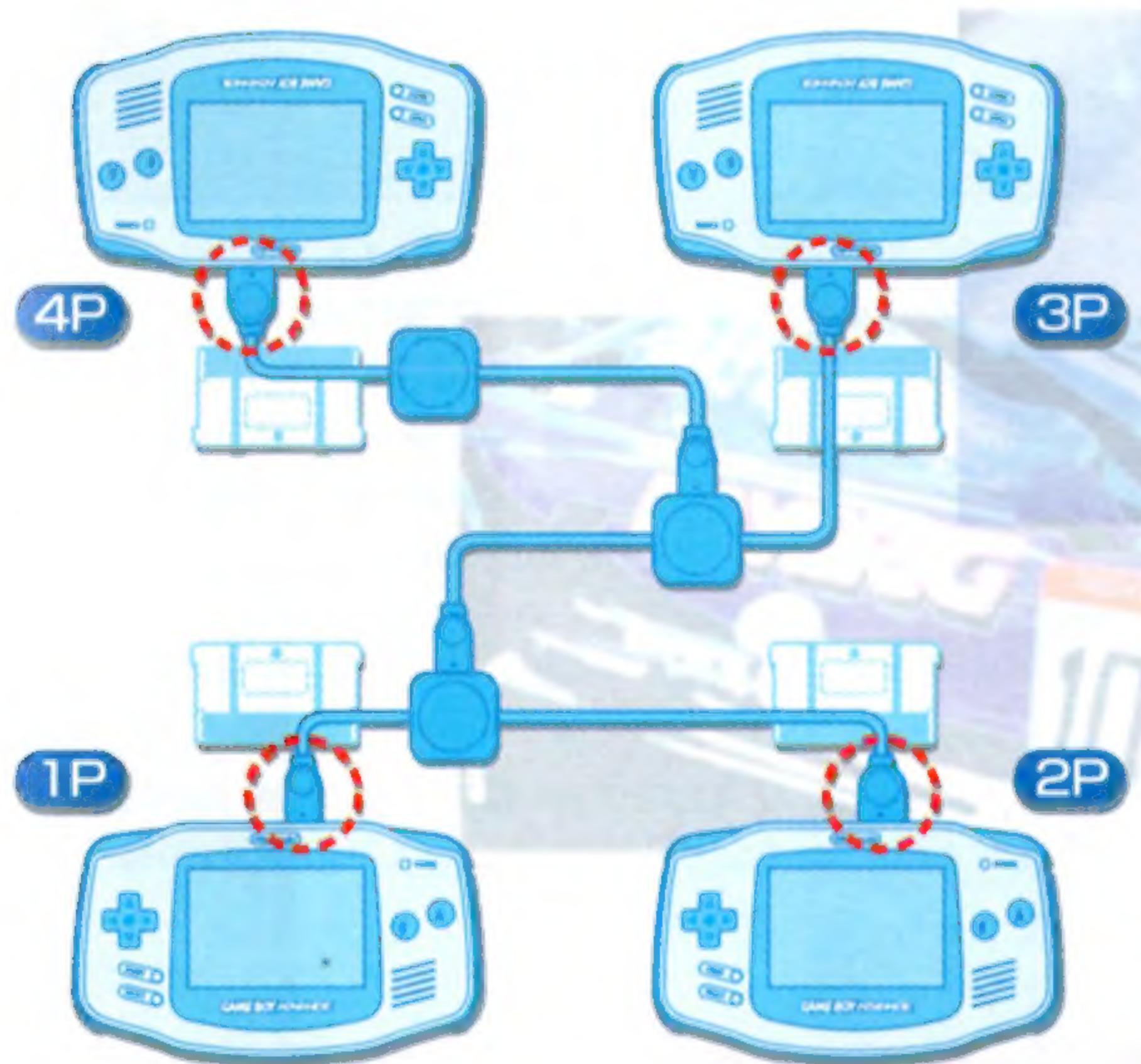
| | | |
|---|---|---------------------------------------|
| Game Boy Advance | — | Equal number to the number of players |
| “TOP GEAR GT Championship” game cartridge | — | Equal number to the number of players |
| Game Link® Cables exclusively for Game Boy® Advance | | |
| 2 players | — | 1 Game Link® cable |
| 3 players | — | 2 Game Link® cable |
| 4 players | — | 3 Game Link® cable |

Caution regarding communication play

In the following cases, the multi play may not work or may not be working.

- A Game Link® Cable that is not designed for Game Boy® Advance is being used.
- The Game Link® Cable is not inserted all the way in.
- Pulling out the Game Link® Cable while communication.
- The Game Link® Cables or systems are not connected correctly.
- More than 5 systems are connected.

How to connect



1. Make sure that the power of all systems is OFF.
2. Then insert Game Paks into each system.
3. Connect the Game Link® Cables together, and then connect them to each system.
4. Turn the power of all systems ON.
5. Please see page 8 for directions on how to play the game.

- * When playing with 2 or 3 players, DO NOT connect systems and Game Link® Cables that are not being used.
- * 1P should be connected to the smaller plug of the Game Link® Cable.

◀ Connect the Game Link® Cables and systems referring to the illustration to the left.
(Pay attention to the size of each plug)

Getting Started

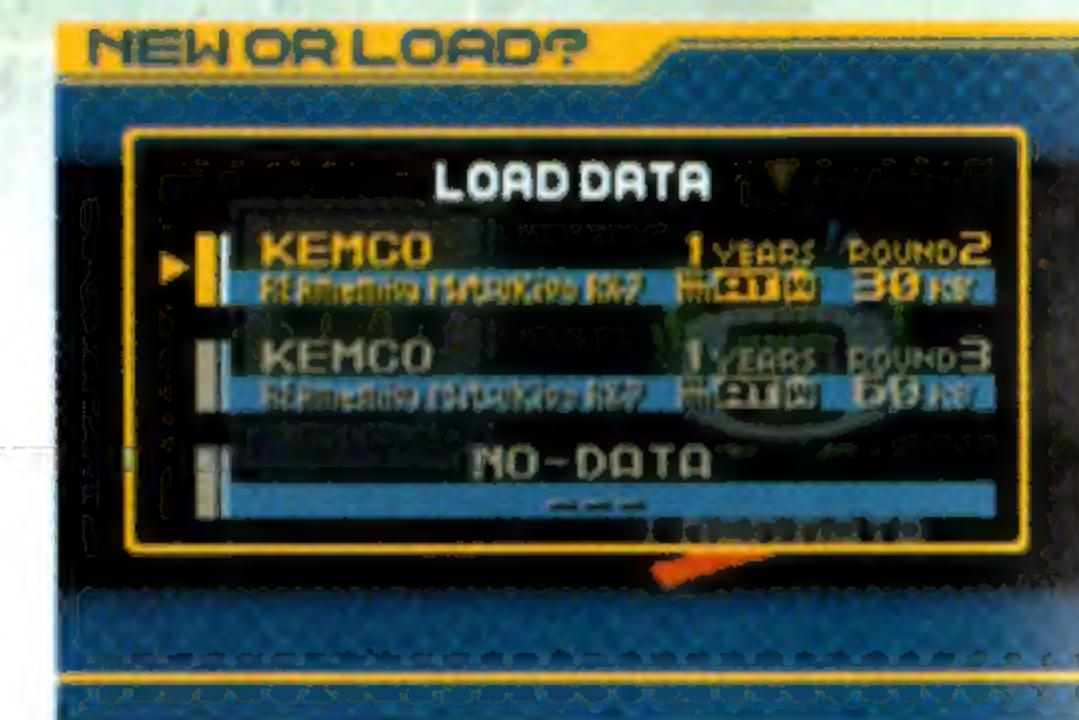


Insert the Game Pak and turn the power ON.
Wait for the title screen to appear and then press START to begin your game.



To Save Data

After SEASON CLEAR, select SAVE DATA.
You can save up to three files at the SAVE DATA menu.



To Load Data

Select "CONTINUE" in Championship menu.
Load the data that you want to play and start racing from where you last saved.

Main Menu



There are three game modes:
QUICK RACE, CHAMPIONSHIP
and OPTIONS

QUICK RACE

MAIN SELECT



In QUICK RACE, you choose a course, a car and track weather conditions.



SINGLE PLAYER

Choose a course, a car and track weather conditions.

VS. COM – Race against a computer-controlled driver.

TIME ATTACK – Compete for the best lap time and save your best results.

COURSE RECORD – Review your best course records.

MULTI PLAYER (for 2 to 4 players)

Race with up to three other players using Game Link® cables.

COURSE EDIT

Design your own custom course.

VS. COM

Choose “VS. COM” in
SINGLE PLAYER mode.

Select “EASY”,
“NORMAL”, or “HARD”
according to your skill
level.



Choose a course in “COURSE SELECT”.



Select weather in “WEATHER SELECT”.

TIME ATTACK

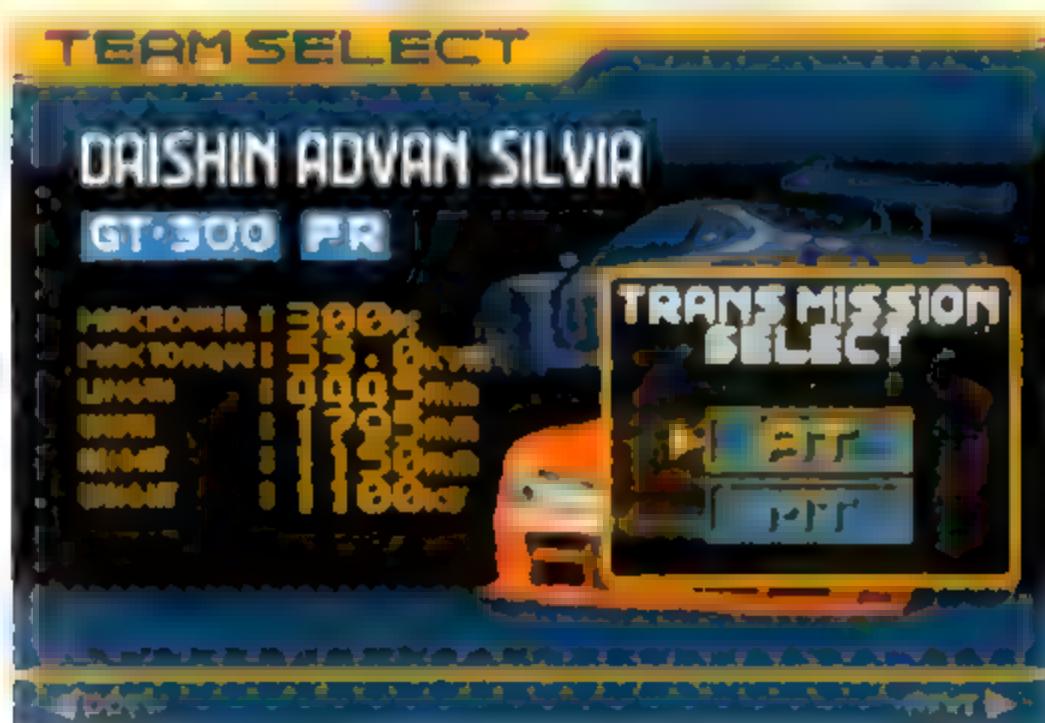
Select “TIME ATTACK”
in SINGLE PLAYER
mode.



Choose a course in “COURSE SELECT”.



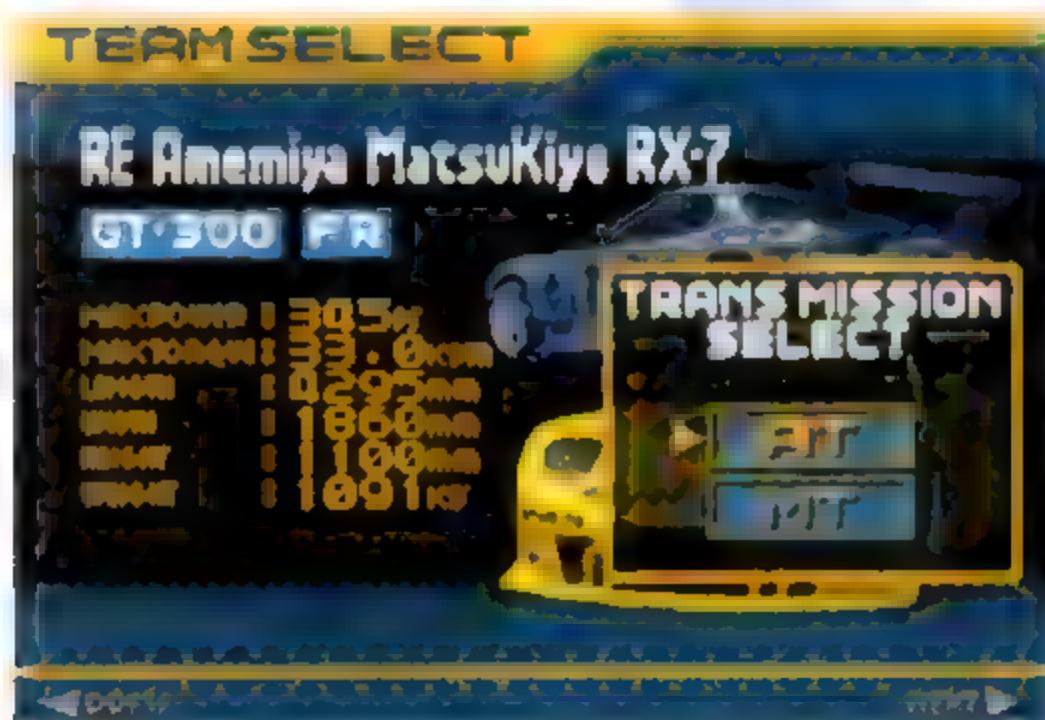
Select weather in “WEATHER SELECT”.



Choose a car and transmission type in “TEAM SELECT”.



Adjust your car's performance in “SETTINGS”.



Choose a car and transmission type in “TEAM SELECT”.



Adjust your car's performance in “SETTINGS”.

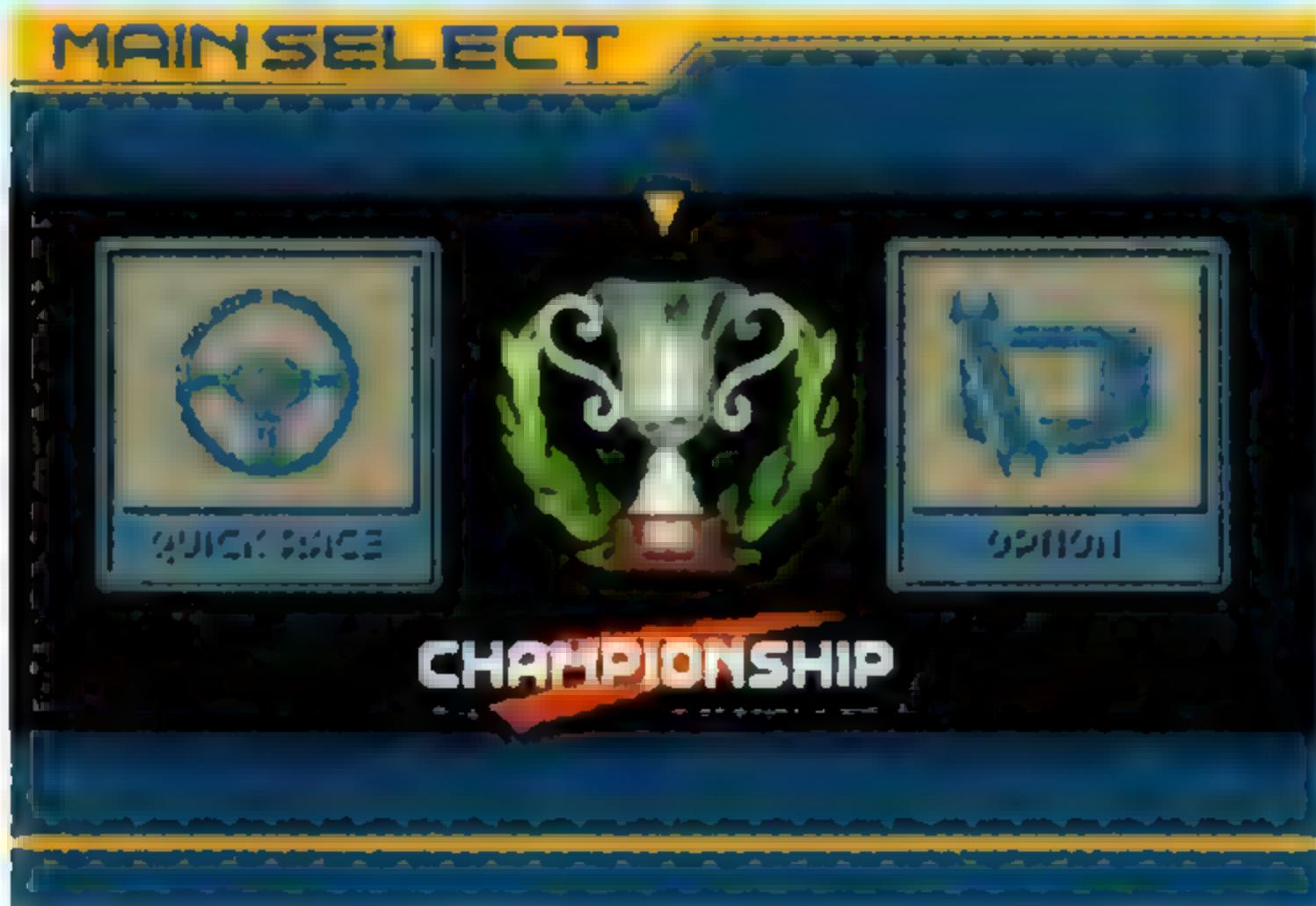


COURSE EDIT



Design your own customized racecourse using course segment pieces. You can add more pieces to your inventory by winning races. For more details, see page 20.

CHAMPIONSHIP

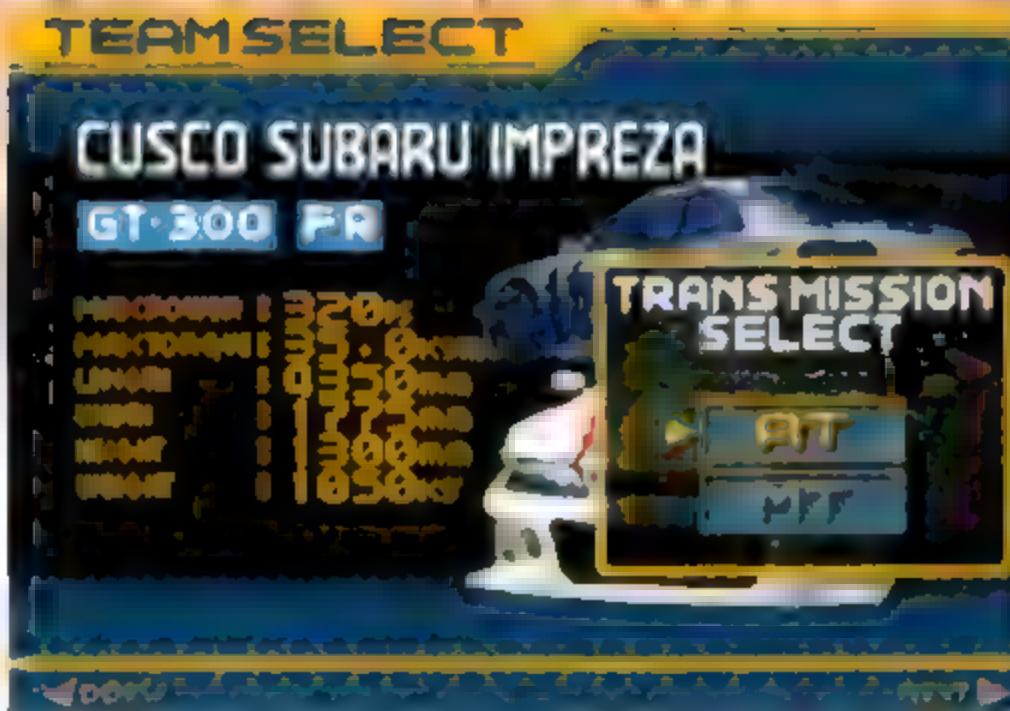


You're going head-to-head against other authentic racecars through multiple seasons in Championship mode. There are a total of six races held each year and the champion is the driver with the most points at the end of a season. Each Championship mode race features a three-lap contest. Prior to each race, all of the drivers must complete a one-lap qualifying race to determine starting position. If you need to practice, there's a free run option prior to each race. Racers earn points based on their finish position—broken down on the chart below:

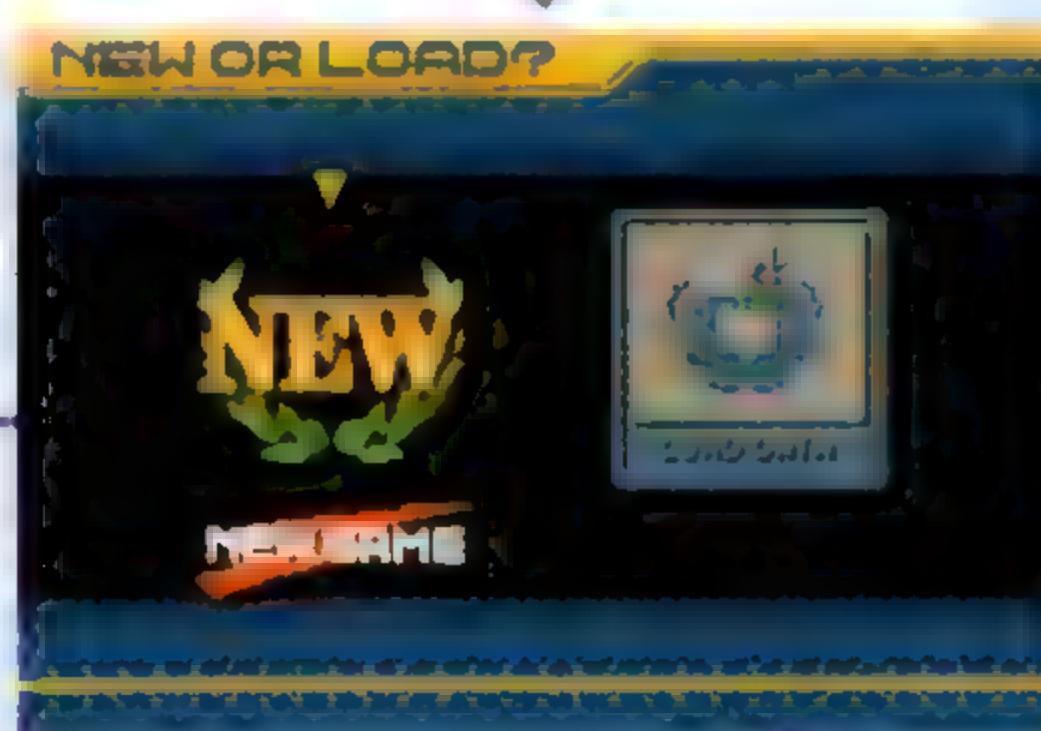
| Ranking | 1st | 2nd | 3rd | 4th | 5th | 6th | Retire |
|---------|-----|-----|-----|-----|-----|-----|--------|
| Points | 20 | 15 | 12 | 6 | 3 | 1 | 0 |

You can keep racing in Championship mode up to ten years. If you become champion of the highest class in GT 500, you'll complete the game!

Select "CHAMPIONSHIP" in Main Menu.



Select your car. Use Left or Right on the Control Pad.



Select "NEW GAME" or "LOAD", and then register your name.

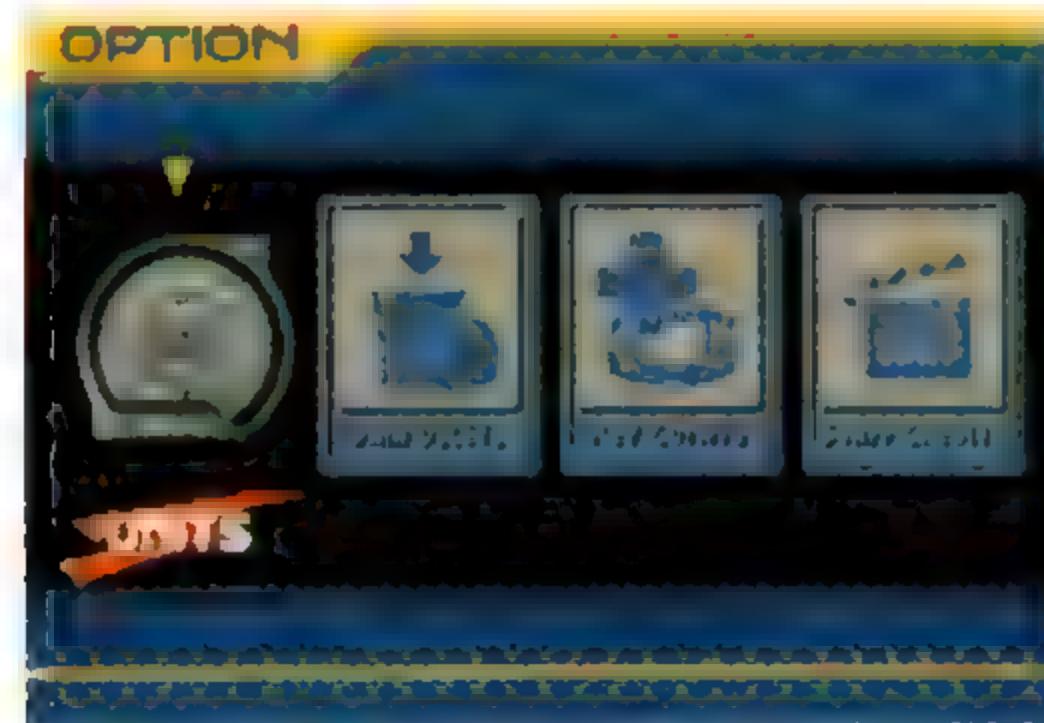


Select from FREE RUN, QUALIFY, RACE or CAR SETUP. Then press A Button to confirm your selection. Test-drive your car

and the course in FREE RUN. When you're ready to race for starting position in the main race, select QUALIFY. When you're primed and set to go for Championship points, choose RACE. If you need to make final adjustments to the settings on your car, select CAR SETUP.

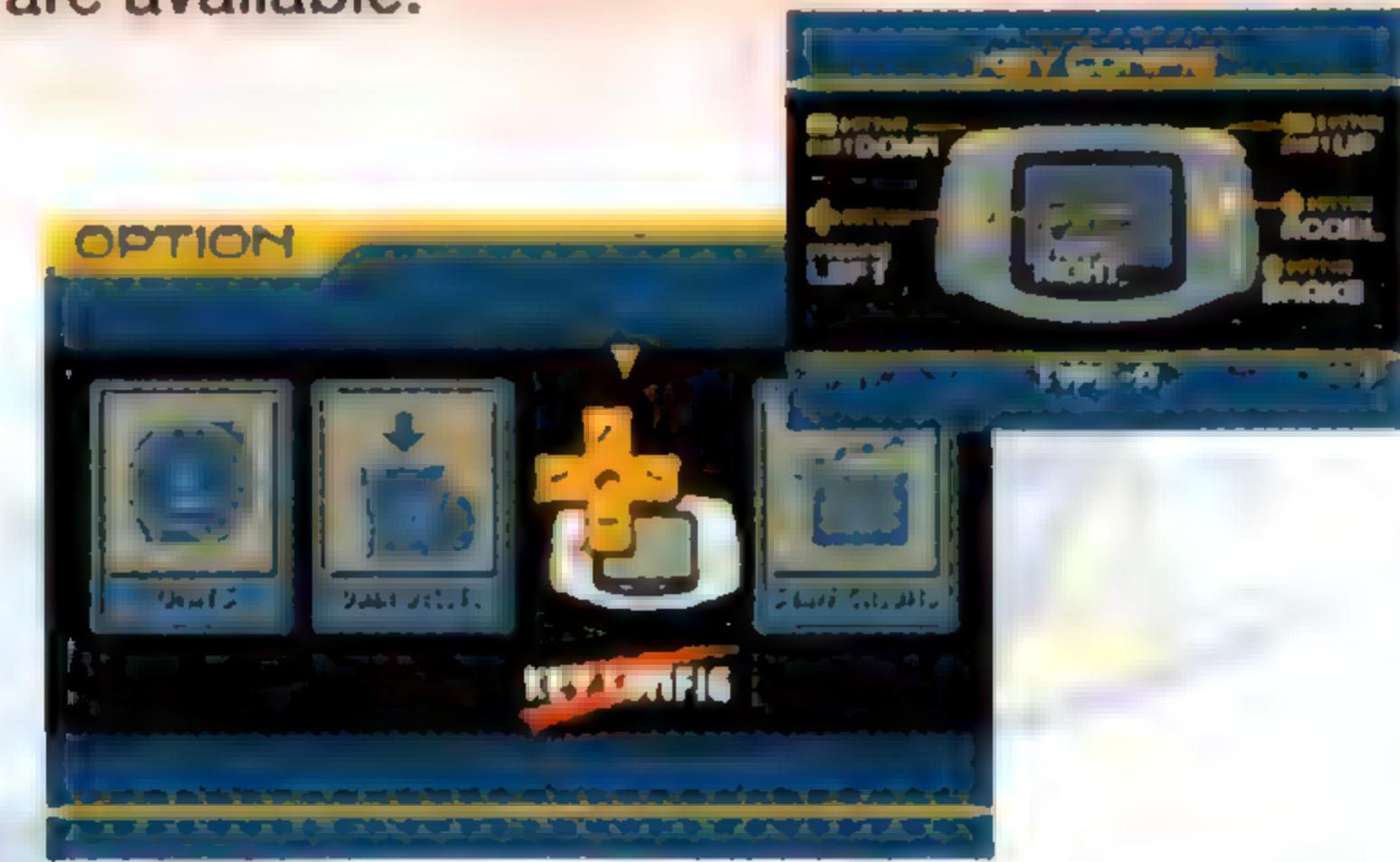
OPTIONS

The following options are available.



UNITS

Convert MPH units to KM/H units or vice-versa.



KEY CONFIGURATION

Changes your control settings.



DATA DELETE

Deletes game data.



STAFF CREDITS

Shows names of staff.

Game Screen

During a race, you see the following on your screen:



- 1 The number of laps you've completed and the total number of laps in the race.
- 2 Your current standing in the race.
- 3 Your lap time.
- 4 Course Map: You can see the location of your car and other racers.
- 5 Your best lap time for a course. (Only in QUICK RACE mode)
- 6 Tachometer: Critical for shifting when using a manual transmission.
- 7 Speedometer
- 8 Gear

22 Super Cars

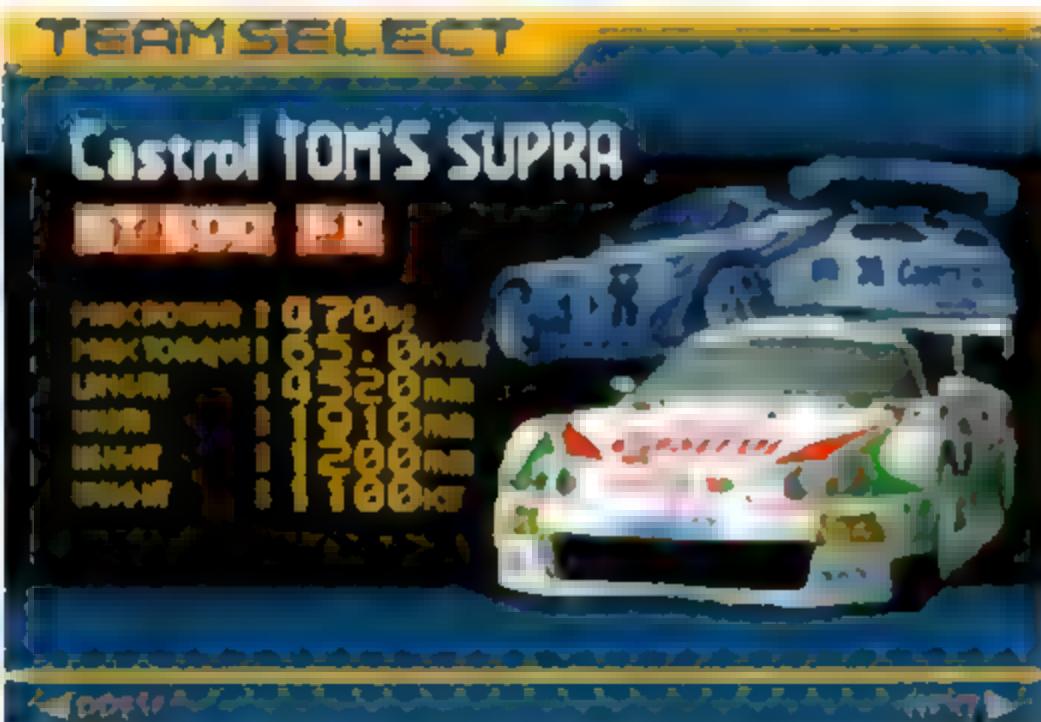
There are up to 22 authentic cars to choose from.

Each vehicle has its own performance in relation to speed, acceleration, and handling.

These cars are the actual cars that will enter

ALL JAPAN GRAND TOURING CAR CHAMPIONSHIP this year.

In QUICK RACE, there are six cars to choose from in addition to any cars that have been unlocked while playing through winning seasons in CHAMPIONSHIP mode.



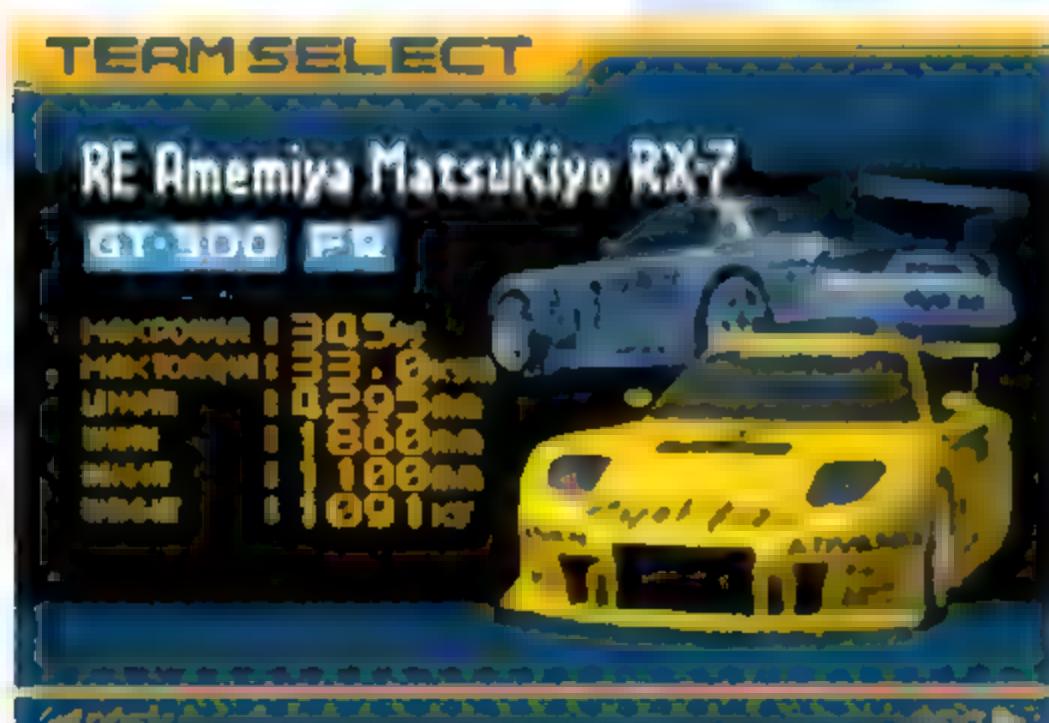
Castrol TOM'S SUPRA



ARTA NSX



CALSONIC SKYLINE



RE Amemiya MatsumotoKiyoshi RX-7



Super AUTOBACS APEX MR-S

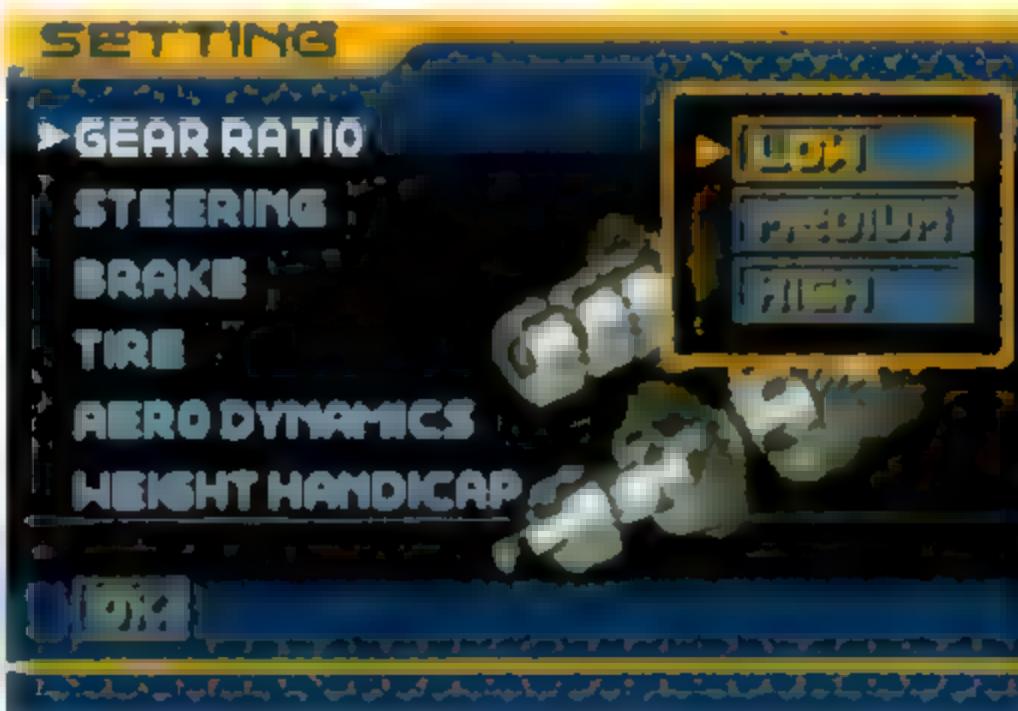


CUSCO SUBARU IMPREZA

The cars listed above are vehicles sold in Japan.

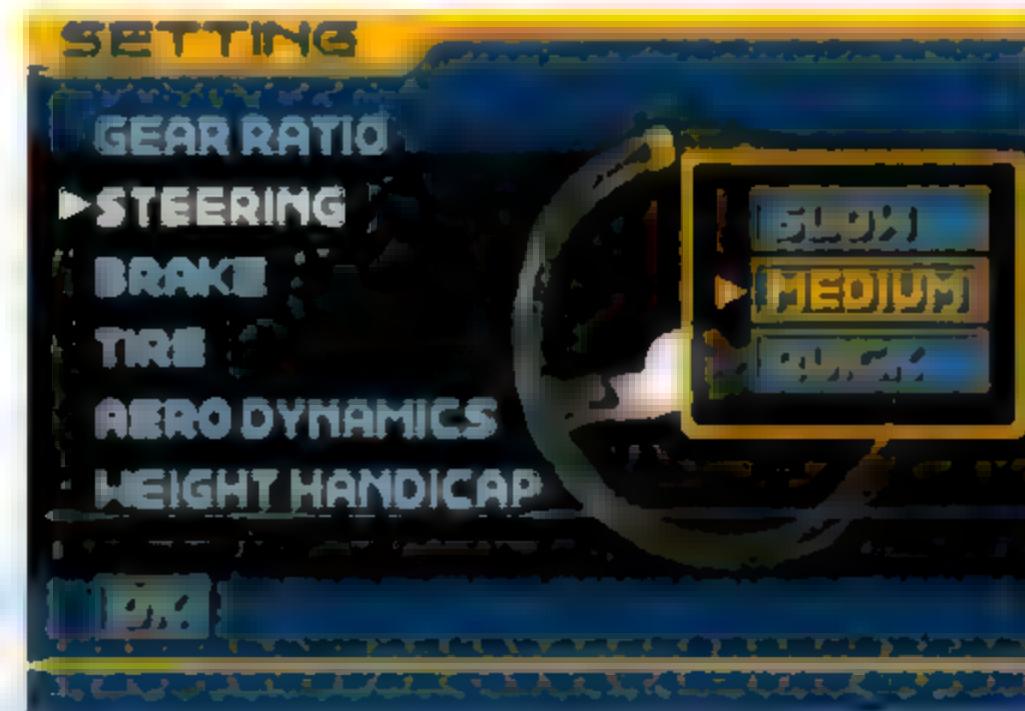
Settings

A little practice may be all you need to gain the winning edge in the heat or at the finals. Use the SETTINGS option to optimize the performance of your car on any course.



GEAR RATIO

Choose your Gear Ratio. Twisting courses work well for fast accelerating cars while courses with long straightaways favor vehicles with high top speeds.



STEERING

Adjust the steering of your car to modify control sensitivity through tight turns.



BRAKE

Optimize your brake performance to best suit your driving style.



TIRE

Choose your tires based on track conditions and modify the tire compound to improve handling.



AERODYNAMICS

Use this option to adjust the down force on your vehicle. You can emphasize stability on high-speed straightaways or enhanced cornering performance.



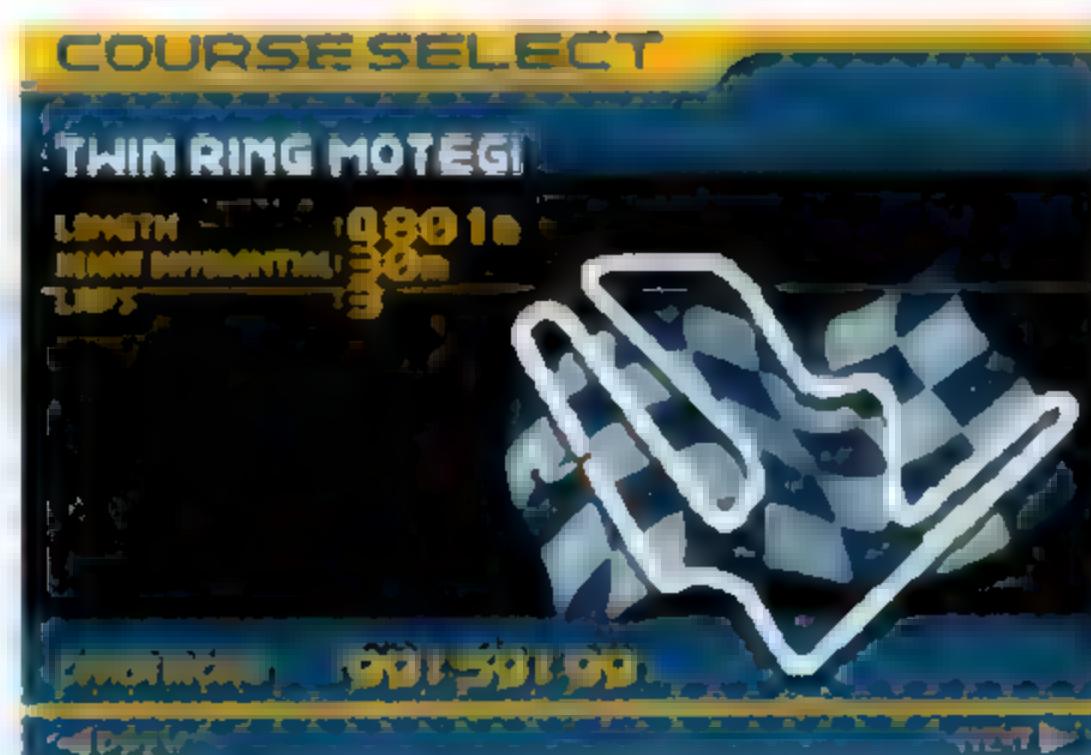
WEIGHT

Weight is used to handicap your car's performance to give all racers a fair chance at winning.

Six authentic courses are waiting for you!!

The six courses featured in the game are the same venues found in the ALL JAPAN GT CHAMPIONSHIP.

Now you can experience the same difficult turns and breathtaking challenges that the pros encounter every season!



TWIN RING MOTEGI



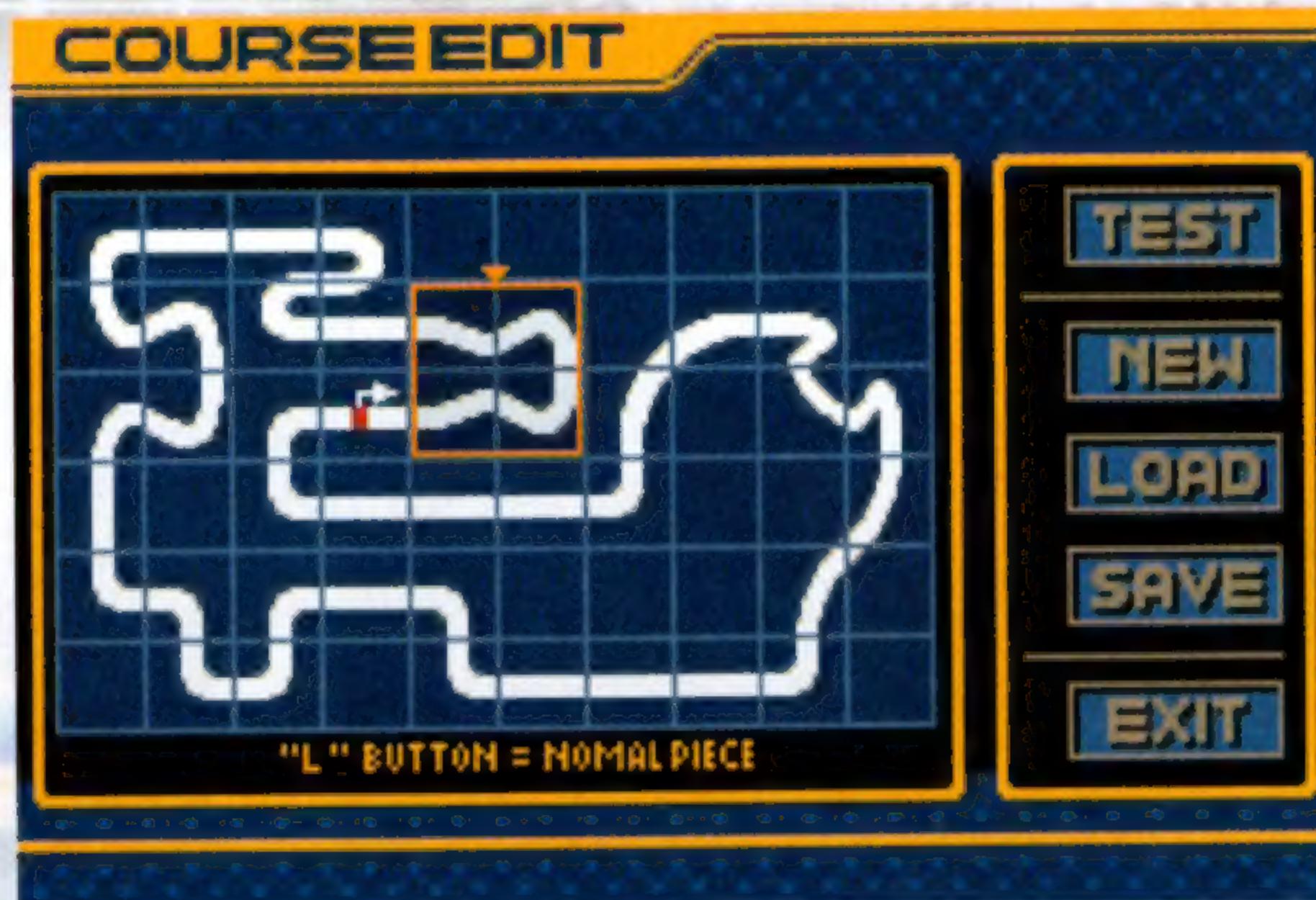
FUJI SPEEDWAY



SPORTSLAND SUGO



COURSE EDIT



It's easy to design your own custom course. Using the inventory of pre-arranged course segments, you can piece together your own racetrack and race on it in QUICK RACE mode. If you win races in Championship mode, you'll earn more course segments that you can add into your custom racecourses.

WARRANTY SUPPORT/CUSTOMER SERVICE INFORMATION

KEMCO warrants to the original purchaser of this KEMCO software product that the product (Game Pak) is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The KEMCO software program is sold "AS IS" and without any expressed or implied warranty of any kind, and KEMCO agrees to either repair or replace, at its option, free of charge, the noncomplying KEMCO software products provided it is returned by the original purchaser, postage paid, with original proof of purchase, to KEMCO's Factory Service Center.

TO RECEIVE THIS REMEDY

1. DO NOT return your defective KEMCO software product to the retailer.
2. Send the defective product via registered mail, along with receipt as proof of purchase to KEMCO Warranty Return Center at:

KEMCO TOP GEAR GT CHAMPIONSHIP Warranty Return Center

Ingram Entertainment

Two Ingram Blvd., La Vergne, TN 37089 (615) 287-4000

Jack of All Games

8800 Global Way, West Chester, OH 45069 (513) 326-3020

When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong with the product. The remedy provided above is your exclusive remedy if the KEMCO software product does not comply with this Limited Warranty. This warranty shall not be applicable and shall be void if the defect in the KEMCO software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. **IN THIS WARRANTY IS OBLIGATIONS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KEMCO ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT. INCLUDING WARRANTIES OF AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT, SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE KEMCO SOFTWARE PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



www.kemco-games.com

14711 NE 29th PL Suite 215 Bellevue, WA 98007 USA

© 2001 KEMCO / GT ASSOCIATION
Produced by Vision Works

PRINTED IN JAPAN